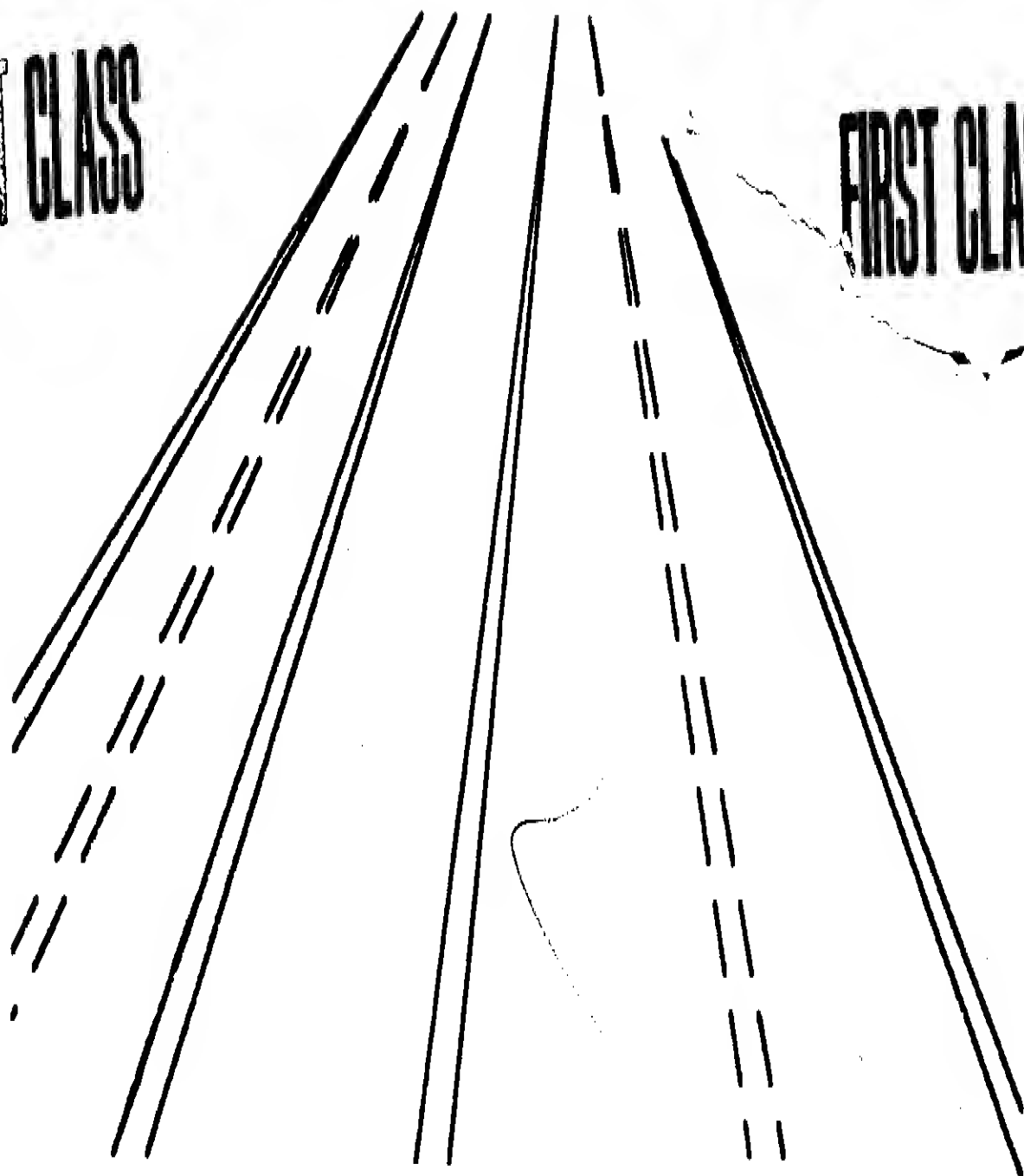


DOT HAPPY

FIRST CLASS

FIRST CLASS



DOT HAPPY Special Game Start Packet

This is not a regular issue of Dot Happy, but rather a special game-start packet. 10 copies of this issue are being made, 7 for the players and 1 each for the Boardman Custodian, the Godfather for this game, and for my files.

In this packet you will find:

- The other players' names and addresses,
- A colored insert which contains the house rules,
- Your first set of address labels for the other players and myself.

This is the first service you will receive in return for your game fee. Other services you will receive are:

- Continuing address labels,
- Maps for the game positions,
- Immediate notification by mail of any GM'ing error I discover.

Normally games carried in Dot Happy are played with standbys. I personally believe that standbys make for a better game. Some people, however, object to standbys and prefer to play without them. If this is the case, let me know before the first deadline. If a majority of you ask for a no-standby game, then you will have one.

I have a policy of 'Automatic NMR Insurance' which I refer to as 'collect moves'. If I do not have orders from you the night before the deadline, I will call you collect to collect your moves. If you do not want this insurance, then do not accept the charges. Note that this is not guaranteed since I may not reach you the night before.

This game will not be started unless I have moves from everyone for Spring '01. If the deadline arrives and someone has NMR'd on his first move, then the deadline will be extended for a month and a standby called for that position. If the original player fails to get orders in a second time, the standby will assume the position. This will happen even if you vote for a no-standby game since I feel it is important that you at least start with seven players.

All games started in Dot Happy have an experimental feature that I call 'orphan insurance'. I think that it is a very good idea, and I hope to see it become a hobby-wide policy. The way it works is as follows:

For every game that starts I try to find a 'Godfather'. He will be another GM from another zine that will guarantee to take in that game if for some reason Dot Happy should fold. In return, I guarantee a game that he runs. Every game will have a different Godfather.

While I fully expect to GM this game to its completion, most GM's do when they start up a game and there are an awful lot of orphan games created every year. Besides, accidents do happen and I could get run over by a truck (another eventuality I hope not to happen). I hope that the idea of orphan insurance can make it easier on orphaned players when a GM does fold, since there will be a Godfather who has already committed himself to taking in the game in that case. If you do not receive the zine that your Godfather runs, then I suggest you ask for a sample.

A note of warning about notation. I will accept any reasonable notation, and I am usually fairly flexible as long as it is clear what you mean, but there is one thing in particular that you should be warned on. If you use the abbreviation 'Nor' it will be interpreted as Norway. However, since in the Dot Happy notation Liv stands for Livonia, but in some other notations Liv stands for Liverpool, I will be flexible on this. A unit ordered to Liv which could move to Liverpool will go to Liverpool, otherwise I will consider Liv to be Livonia. If you ever have any questions about what is an acceptable notation and what will be declared ambiguous, feel free to ask.

Good luck and welcome to your game. I hope that you all have fun!

New Game: Garden State

This game was rather slow in starting. For this I apologize, and I will now explain why.

First, I was somewhat slow in getting 7 people signed up. I think part of the problem with this was my trying to start up the game of Flexible Build Diplomacy at the same time as the game of Regular Diplomacy. Given my high fees and the present 'game glut', this slowed down the filling of the games.

When I got 7 people, I sent out notices to all asking for confirmation of your intent to play. As it turns out, I only got 6 replies. After waiting for the seventh, and finally deciding that I wasn't going to hear from him, I rounded up a person that would be willing to play, but would rather wait for the flexible build game if possible.

I was again about to start the game, but I got a letter from Uli Baumeister saying that he wanted a sample and was interested in starting a game. So, I held off the start until I could hear back from him. Today I got his confirmation and preference list, so we are finally off and running!

That brings me to the name of this game. Since this game took so long to start, and since it had so many fits and false starts, I decided that it was only appropriate to name this game after a freeway that is plagued by traffic jams and congestion at the beginning, while it clears up runs quite smoothly for the rest of its journey. Let us hope that we, too, are now out in the fast lane! This name is also appropriate since the Godfather for this game lives near this freeway.

The Garden State Parkway: The Garden State Parkway is one of the two major throughways leading south through New Jersey from New York, the other being the New Jersey Turnpike. The Garden State starts in the eastern part of New Jersey at the border of New York, and passes through the 'greater New York area'. Past that it continues south, bordering the ocean. It ends at the very tip of New Jersey.

As you first start, it is rather pleasant, though somewhat crowded, as you head through the hills in the north, but soon you reach a very densely populated region. Traffic is very bad, and to see the entire freeway stopped is not an uncommon occurrence.

One thing that makes it worse is that every few miles you have a toll booth that you have to deposit a quarter in. If you travel this route, make sure you have a quarter roll!! Unfortunately, the toll booths make the congestion even worse!

Toward the southern part of the 'metro region' one lane out of the four each direction is reserved for carpoolers during rush hour, and this seems rather strictly enforced. This lane is marked by painted diamonds. I unfortunately hit this region during rush hour one day when heading south, and was amazed that no-one was using the carpooling lane. Thousands of cars were stopped dead in the other lanes, but I only saw a car going past every 10 or 20 seconds in the empty lane. The diamond lane seems to have done nothing to increase carpooling, it only serves to create traffic jams.

However, further south the freeway emerges from the New York area and the driving becomes much better. While it is still a toll road, and while the traffic is still high at times due to New Yorkers heading out to the New Jersey beaches, it is still quite a relief. The countryside is mostly rolling farmland, until you reach the southern part where it runs very near to the vast, sandy beaches of southern NJ. This part provides ready access to Atlantic City and the southern beaches and carnivals.

DOT HAPPY HOUSE RULES

1 Standard rules of Diplomacy will be used, except as changed or amended by these house rules, or by the 'special rules' for variant games. Any 'special rules' for a variant game will be listed in the game-start for the variant. These house rules may be changed or amended at any time by publication in Dot Happy.

2 You must maintain a current subscription or current trade to play in Dot Happy games. Costs are presently (April 81):

- Subscription Rate: \$50/issue
- Game Fee: \$5.00/game
- Refundable NMR Deposit: \$5.00/game

These fees are subject to change.

3 Country assignments for games will be made by preference lists or by random draw. Preference lists will normally be used, but if 1/2 of the players request it, a random draw will be substituted.

4 Deadlines will be strictly enforced. Orders, press, votes, and concession proposals must be received in the mail by the day of the deadline. Phoned in orders, press, votes, and concession proposals must be received by 10PM the day before the deadline.

5 Orders, press, votes, and concession proposals must have:

- the name or boardman number of the game,
- the date, and
- your signature.

Failure to give these may result in your orders being lost or the wrong set of orders used. Phoned in orders need not be signed or dated, but be prepared to provide means of positive identification.

6 Perpetual Orders (orders that give a fixed set of orders to be used in the future), Future Orders (orders for a season in the future), Third-Party Orders (orders that are given to a third party to be mailed, but with the signature of the player), Player Passwords (a special password that is required for ALL player-GM correspondence) and Conditional Orders (orders conditional on moves from a previous season, actual player in the case of a standby, or the correction of a GM error) are allowed. Note that conditional orders must be specific (eg: "If Italy moves A Tyr-Pie" is specific, "If Italy attacks me" is not).

6.1 Joint Orders (orders that give the moves for two countries with both signatures), Code Word Orders (orders that state "if player X gives the code-word 'foo' use orders A, if he gives the code-word 'bar' use ..."), General Orders (orders which give a method for constructing orders, like "all my units will move east"), and Proxy Orders (giving another player permission to place orders for you) are not allowed.

7 Winter seasons, except in the simplest of circumstances, will be separate from Spring seasons. In very complicated situations, Summer seasons might be separated from fall seasons. Autumn seasons will always be combined with Winter seasons. In any situation where seasons are combined, orders for the later season can be made conditional on the moves of the earlier season.

8 With regard to adjudications, the game-master's decision is final. The only valid argument is a direct contradiction of the written rules of Diplomacy or these house rules. However, the game-master may make mistakes. Any mistake brought to the attention of the game-master before the next deadline will be promptly corrected. Any mistake not brought to the game-master's attention by the following season will stand.

9 Deception of the game-master is forbidden. Should you be caught deceiving the game-master, you will be subject to whatever disciplinary action is deemed necessary, up to your removal from the game. A portion of the game might be replayed to compensate for this deception and to set the game straight. It is suggested that if you plan any extraordinary tricks to deceive another player(s) that the game-master be informed.

10 Games in Dot Happy are played for enjoyment. The game-master has a responsibility to seven players to see that they do enjoy the game. The game-master reserves the right to remove a player from the game if his actions are creating a serious problem for the other players in the enjoyment of the game. The removal of a player from a game is, however, a serious situation and will be used only as a last resort.

11 A game will end when either:

- one player gains 18 supply centers, or
- a concession proposal is agreed upon.

If the supply centers owned by each country remains the same for three consecutive game-years, the game will be declared a draw among all remaining players.

12 A concession proposal is a proposal to end the game with an given order established for the players. A concession proposal can have any player(s) remaining in the game listed for any position or drawn for any position; but a player that has been eliminated from the game cannot have his position changed by a concession. For example, the following are possible concession proposals:

- | | |
|------------|-----------------------------|
| 1 - Russia | 1 - France, England, Turkey |
| 2 - France | 4 - Italy, Germany |
| 3 - Italy | 6 - Austria |
| ... | ... |

13 Concession proposals received by the deadline for a move will be published with the game results for that move. Players have until the deadline for the next move to vote on these proposals. The vote must be unanimous for a concession proposal to pass. If I receive no vote from you, you are assumed to have voted favorably on the proposal, but if I get no vote from 1/2 of the players, the concession fails. Voting is done by secret ballot.

14 If multiple concession proposals pass, the play of the game will be suspended while a second vote is taken among the passing proposals. Since all of these proposals have passed, I assume that they are all acceptable, so if a majority of the voting players vote for the same concession, that proposal passes. Otherwise all concessions have failed and the game resumes.

15 Press is highly encouraged. Any Dot Happy subscriber can enter press in any Dot Happy game. White, grey and yellow press are allowed. Black and blue press are prohibited. Press can be made conditional on the moves of the turn for which it is submitted. Note that conditional press must be specific (see HR #6).

16 White press is defined to be normal press from a player with a date-line of a city or province under the control of the person writing the press, or a date-line of the name, nick-name or title (eg: Tsar) of that person.

17 Grey press is defined to be anonymous press from a player with a date-line of a presently neutral european city or territory. For instance, Ireland, Sardinia, and Malta are all valid datelines, while Rumania, and Bruxelles are valid datelines in spring 01.

18 Yellow press is defined to be press from a subscriber not in the game. Any Dot Happy subscriber can put press into any Dot Happy game. He can use any date-line not useable by the players for White or Grey press. Possibilities are your home city, a non-european city, the name of a sister game that you are in, your own name, or a fictitious name.

19 Black press is defined to be press that would use another player's date-line to hide its true authorship. Black press is not allowed.

20 Blue press is defined to be obscene press. The game-master reserves the right to edit or censure any blue press.

21 The date-lines of GM, Tank-Driver, Frog-Killer, Switzerland, Zurich, and Cambridge are reserved for the use of the game-master. Use of an innapropriate date-line will result in a change of the date-line by the game-master.

22 The game-master reserves the right to limit press by a player, but press is highly encouraged and limits will be imposed only in extreme circumstances.

23 A standby list will be maintained for Dot Happy games. The standby list will be made public, and if you would object to someone on the standby list being called into your game (due to the possibility of cross-game Diplomacy) then a message to me will remove that person from the list for your game. Only two such removals are allowed per player per game.

24 If a player NMR's, a standby will be called for that player and asked to submit a set of moves for the upcoming turn. No standby will be called for a country with less than 3 centers. All players in the game will be told the name and address of the standby. If the player then NMR's a second time, the standby will take over the position. Orders conditional on who is playing the position will be accepted.

25 NMR insurance is available if requested and highly recommended. Send me your phone number and what times I can call you. If I have received no orders by the evening prior to the deadline, I will call you collect for your moves. It is cheapest to refuse the charges and call me back immediately. If I am not calling from my home number and you do refuse the charges, I will try again a little later to give you a second chance (refuse again if you manage to leave a message with your moves). If I cannot reach you an NMR will result, so this is not foolproof.

26 A unit given an impossible or ambiguous order to move may not move or be supported in holding. Examples are F Por-Natl, A Rom-New York.

NOTATION

The following is the set of abbreviations that I will use in Dot Happy. For most land provinces, these are the same as the 'standard' abbreviations. The main difference is that I use more mnemonic 4 letter codes for the sea provinces. I think that you will find them quite obvious, but for your reference, here they are. Note that these abbreviations also appear on the map following. Feel free to use any abbreviations that you wish in sending orders to me (as long as I can tell what they mean).

AdrS: Adriatic Sea	AegS: Aegean Sea	Alb: Albania
Ank: Ankara	Apu: Apulia	Arm: Armenia
BaIS: Baltic Sea	BarS: Barents Sea	Bel: Belgium
Ber: Berlin	BlaS: Black Sea	Boh: Bohemia
Bre: Brest	Bud: Budapest	Bul: Bulgaria
BulSC: Bulgaria SC	BuIEC: Bulgaria EC	Bur: Burgundy
Cly: Clyde	Con: Constantinople	Den: Denmark
Edi: Edinburgh	EMed: Eastern Med.	EnCh: English Channel
Fin: Finland	HelB: Helgoland Bight	Gal: Galicia
Gas: Gascony	GBot: Gulf of Bothnia	GLyo: Gulf of Lyon
Gre: Greece	Hol: Holland	Kie: Kiel
IonS: Ionian Sea	IriS: Irish Sea	Liv: Livonia
Lon: London	Lpl: Liverpool	Mar: Marseilles
MAtl: Mid Atlantic	Mos: Moscow	Mun: Munich
Naf: North Africa	Nap: Naples	NAtl: North Atlantic
<i>Nor</i> Nor: Norway	<i>NorS</i> NorS: Norwegian Sea	<i>NorS</i> NSea: North Sea
Par: Paris	Pic: Picardy	Pie: Piedmont
Por: Portugal	Pru: Prussia	Rom: Rome
Rum: Rumania	Rur: Ruhr	Ser: Serbia
Sev: Sevastopol	Sil: Silesia	Skag: Skagerrak
Smy: Smyrnia	Spa: Spain	SpaSC: Spain SC
SpaNC: Spain NC	StP: St. Petersburg	StPSC: St. Pete. SC
StPNC: St. Pete. NC	Swe: Sweden	Syr: Syria
Tri: Trieste	Tus: Tuscany	Tun: Tunis
Tyr: Tryolia	TyrS: Tyrrhenian Sea	Ukr: Ukraine
Ven: Venice	Vie: Vienna	Wal: Wales
War: Warsaw	WMed: Western Med.	Yor: Yorkshire

Other useful notation that is used in the game results:

A	Army	[NMR!!!]	No Move Received
F	Fleet	[NBR!!!]	No Build Received
C	Convoys	[NRR!!!]	No Retreat Received
S	Supports	[imp]	Impossible Order
H	Holds	[amb]	Ambiguous Order
CD	Civil Disorder	[nsu]	No Such Unit
OTB	Off The Board	[nso]	No Such Order
GM	Game Master	[otm]	Ordered To Move
[r-Nor*]	Retreats to Nor	[d*]	Disbanded

Move adjudications will be in the following format:

England: F Nor-StPNC*, F Fin* S F Nor-StPNC, A Pru*-War,;
 Turkey: A Rum*-Gal, F BlaS-Sev*, A Arm* S F BlaS-Sev, ...;
 Russia: A Ukr-Gal*, A War* S A Ukr-Gal, A Mos*-Ukr,
F Sev-BlaS [d*], A StP-Nor [r-???*], A Pru*;

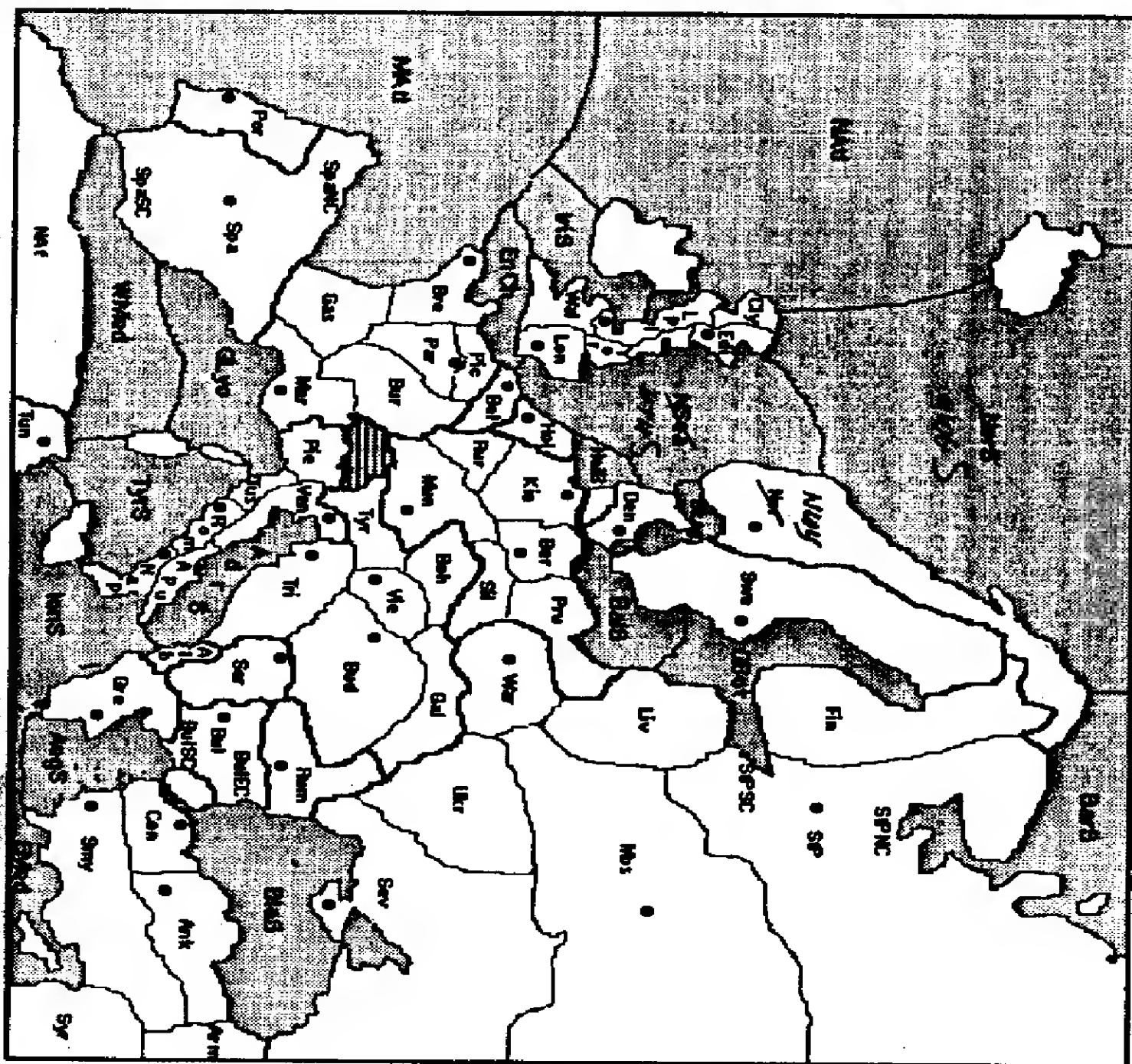
Let us take a look at the Russian moves here. The * designates where the unit ended up. An underline shows that the attempted order failed. Thus, the A War* S A Ukr-Gal shows that the A War had it's support cut, but it did not have to retreat. The order A Ukr-Gal* shows A Ukr made it to Galicia. Likewise, A Mos did not make it to Ukr, the F Sev was disbanded (no place to retreat), and the A StP has to retreat somewhere (either Liv or OTB). The A Pru was unordered. The meaning of the English and Turkish orders should now be clear.

Builds will be in the following format:

England: home, Nor, + Swe, + StP
 Turkey: home, + Rum, + Sev
 Russia: Mos, War, -StP, -Sev, -Rum, -Swe

(6) builds 2
 (5) builds 2
 (2) disbands 3

This shows that England in addition to having all his home centers and Norway, has gained Swe and StP and now has 6 centers for a build of 2. Russia has lost StP, Sev, Rum, and Swe for a loss of 4, but only has to disband 3 (F Sev was disbanded).



SAMPLE ADJUDICATION

This is an actual adjudication from a Dot Happy game. Note that on the map the squares are armies and the rectangles are fleets. The * on the map indicates that a retreat is pending from that space.

Note in the adjudication that underlined moves failed and the * shows where the unit ended up. The Italian fleet in the WMed is forced to retreat to an as yet undesignated space. Note especially the English move "F NSea*-Sinks Austrian Sub in the Thames River[imp]". The fleet does just sit in the NSea as intended, but note that since it attempted an impossible order that it cannot be supported to hold!

Sandy:

Spring 1904

PLEASE NOTE COA FOR GIDDINGS!

Austria (Ragsdale):	A Syr-Arm*, <u>F Con*-Ank</u> , A Bul* H, A War* S A Boh-Sil, A Gal-Ukr*, A Boh-Sil*, A Vie-Boh*, A Bud-Vie*;
England (Cunningham):	<u>F NSea*-Sinks Austrian Sub in the Thames River[imp]</u> , A Nor-SIP*, <u>F StPNC-BarS*</u> , <u>F NATl-MAtl*</u> , F Bre* S F NATl-MAtl, F EnCh* S F Bre, A Mos* S Ger A Liv, F Lpl-IriS*;
France (JADunn):	A Pic-Bur*, A Bur-Gas*, F SpaSC* S F MATl-WMed, F MATl-WMed*;
Germany (Kelly):	A Mun* S A Bur, F BalS-Pru*, A Liv* S Eng A Mos, F Swe-Nor*, A Hol-Rur*, A Ber* S A Mun;
Italy (Giddings):	A NAt*-Spa, <u>F WMed C A NAt-Spa[r-??*]</u> , <u>F GLyo* S A NAt-Spa</u> , <u>A Tyr*-Mun</u> , F Smy-AegS*, A Ven-Pie*;
Russia (Lesch):	A Sev*-Mos;
Turkey (Brown):	<u>F BlaS*-Ank</u> ;

Deadline for Summer/Fall 04 is Thursday 23 April.

Paris-Rome: "Thus it is well to seem merciful, faithful, humane, sincere, religious, and also to be so, but you must have the mind so disposed that where it is needful to be otherwise you may be able to change to the opposite qualities. And it must be understood that a prince, and especially a new prince, cannot observe all those things which are considered good in men, being often obliged, in order to maintain the state, to act against faith, against charity, against humanity, and against religion." Machiavelli

Sev-Lon: Take the knife you used to stab me with and sever your "hot line" to Russia; for the last time, We're not home.

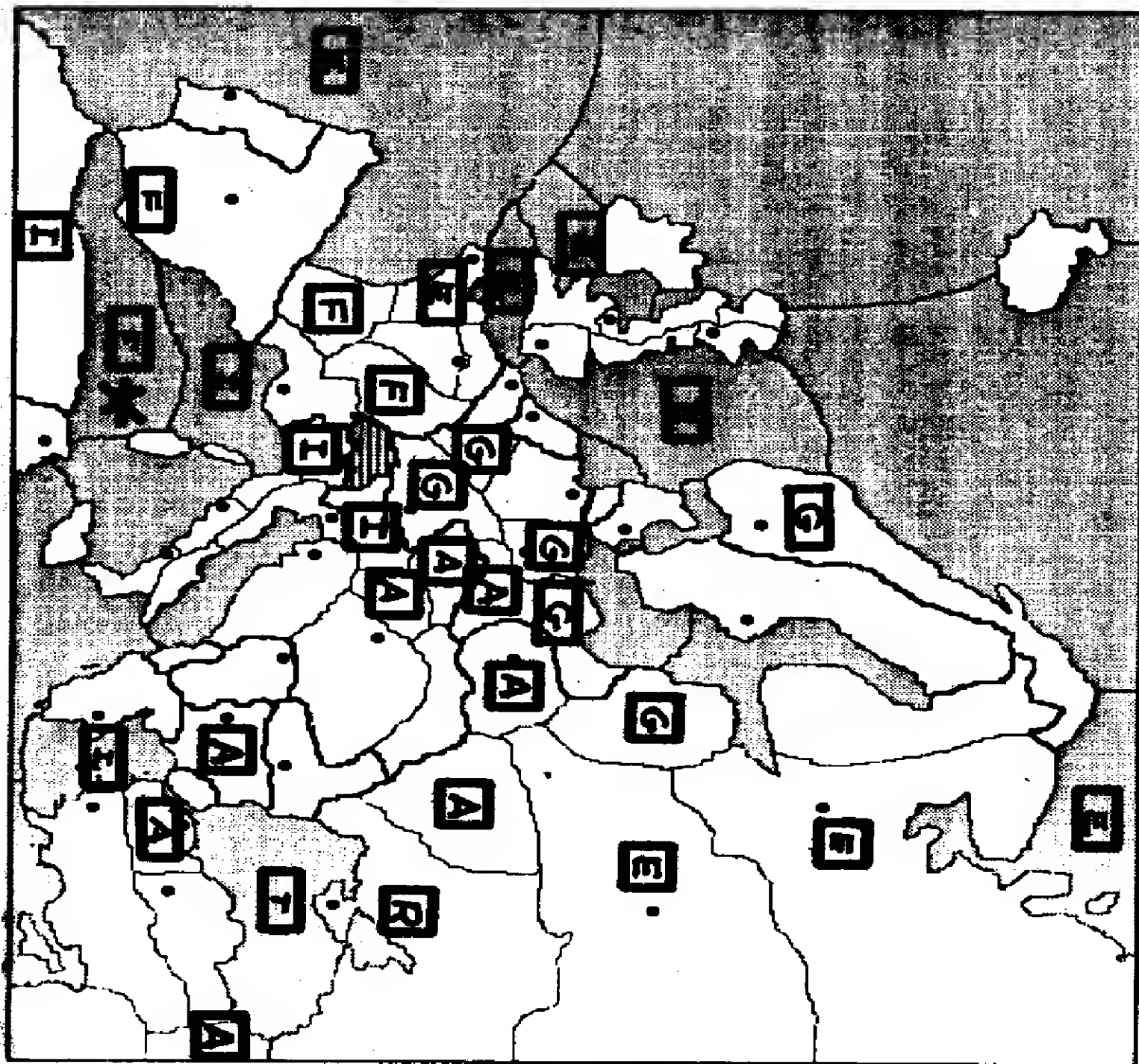
London Times: An Austrian submarine was spotted at the mouth of the River Thames this morning. The Royal Navy called on the HMS Dreadnaught which was able to sink the bloody thing.

England-Nations of Europe: The Austrian Empire, in its greedy drive for world domination, proved once again that it will stop at nothing to achieve those ends. Fortunately, after sinking the sub, the HMS Dreadnaught was able to rescue the crewmen. Under intense questioning, the crewmen revealed the nature of their mission: They were to sneak into Buckingham Palace, assassinate our beloved King, and replance him with an imposter! (One of the crewmen bore an astonishing resemblance to King George III.) These men will be held for further questioning.

England-Austria: Your plan was a good one, but you made one mistake: Painting the submarine bright red made it very easy to spot!!

Italy-World: So much deceit in the world today. The Pope now enters upon phase two of his new crusade. He is asking forgiveness from above for the low, low diplomacy he was forced into the season passed, while at the same time proclaiming a new sense of honesty towards what allies the Vatican has left. For those interested, absolution is still for sale but mortal sins will cost the sinner at least a home SC apiece. For those who have no home SC's left, or are clinging to one: "See you in Hell, suckers!"

Sandy: Spring 1904
Fall 1904 Due on Thursday 23 April



Assasination attempted!! Austrian sub in London!! English HMS Dreadnaught finds itself on home patrol!! King George III look-alike contest started in Vienna! Turkey's last center is threatened! Central Europe becomes VERY crowded! Italy loses the Western Med!

PHILOSOPHY AND SUGGESTIONS

* Postal Diplomacy is for fun, and it is more fun when people write. I highly encourage people to write early and write often, then everyone has a better time. This is the reason that I am enclosing address labels for all your fellow players (and me) in each issue that has a game adjudication. I don't expect you to use them all, but you should use at least one of every player most times.

* I don't know if any of you are paranoid, but if you are, then this is the zine for you. Your address will never be printed in Dot Happy. When a game starts, I will send you a special game-start packet with the addresses of your opponents. If you assume a standby position, only your name will be given out through the zine, your address will be given to the other players through the address labels. I will, however, give address lists to other GM's who want to send you samples of new zines.

* I feel that Diplomacy games are best when everyone plays through and NMR's are infrequent. For this reason, I highly suggest that you all sign up for NMR insurance (It doesn't cost you anything if you don't NMR!) and that you all get into a practice of sending in default moves to the game-master as soon as you get the adjudications. This is also the reason for the rather high NMR deposit (For those of you who do not know, an NMR deposit is a refundable deposit that gets returned to you if you finish the game. If you do not, then you forfeit the NMR deposit.) In case a player does drop out, I have standby players, but I make the standby list public and give the players the ability to object to a standby to try to prevent people from using standby positions for vendettas.

* Lively press can make a game more fun, both to the players and to anyone else following the game. I HIGHLY encourage press, that is the reason for the very liberal press rules that I am using.

* A Diplomacy zine should be for all the subscribers, not just the players. This is one of the reasons that I have included maps of all the game positions, this makes it easier for a non-player to quickly look at the position so he can appreciate the game moves (and the press). I suspect that the players will like this as well. I also encourage 'yellow press'. This is your chance to kibitz!

* There should be as much reader input as possible into the zine. Again, I push for press, but not only that. I would like to publish letters, articles, humor, you name it. As editor and publisher I will try to direct it in some ways (and put in lots of my own stuff), but I very much want this to be a 'community' zine. I also plan to conduct frequent reader polls, and I always solicit any comments you might have.

* With the price of postage as high as it is, it makes no sense to skimp for every penny, you might as well try to get a quality product out. If I can improve the quality without spending too much, I will probably do it. Expect to see some experimentation from me.

* However, I do not think that paying for zines should financially cripple the players. I have scoured the Boston area to try to provide the highest quality at the lowest price. I use a text-editor to give quality print in a readable font that has about 3 times as many words per page as a standard type-writer to keep the page-count down. I hope to hold the cost as low as possible.

* A game is more fun when the time between deadlines is spent with the players communicating, not the GM getting the zine ready. I will try for as prompt publication as I can manage.

The Players

Austria: Patrick Conlon G F E A T R I
Box 1212, 270 Sig. Co.
APO New York, NY 09189

England: Uli Baumeister E G A
11416 Parkview Lane
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France: Bill Hugh E G R E A T I
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Irvine, CA 92715

Germany: John T. Dunn G E F I R A T
5210 Indigo
Houston, TX 77096

Italy: Paul Goodrich R G F I A E T
1839 18th Ave
San Fransisco, CA 94122

Russia: Jack Gray R E F T G A I
436 Concord Ave
Elyria, OH 44035

Turkey: Larry Peeri R I A ... F
PO Box 8416
San Diego, CA 92102

GameMaster: Allen K. Wells (617) 494-9147
550 Memorial Drive #2E3
Cambridge, MA 02139

Godfather: Bernard Sampson (Torpedo)
123 Sixth Street
Middlesex, NJ 08846

separate here

Dot Happy Player Information Form: Please fill out and return

Player Name: _____, Signature: _____

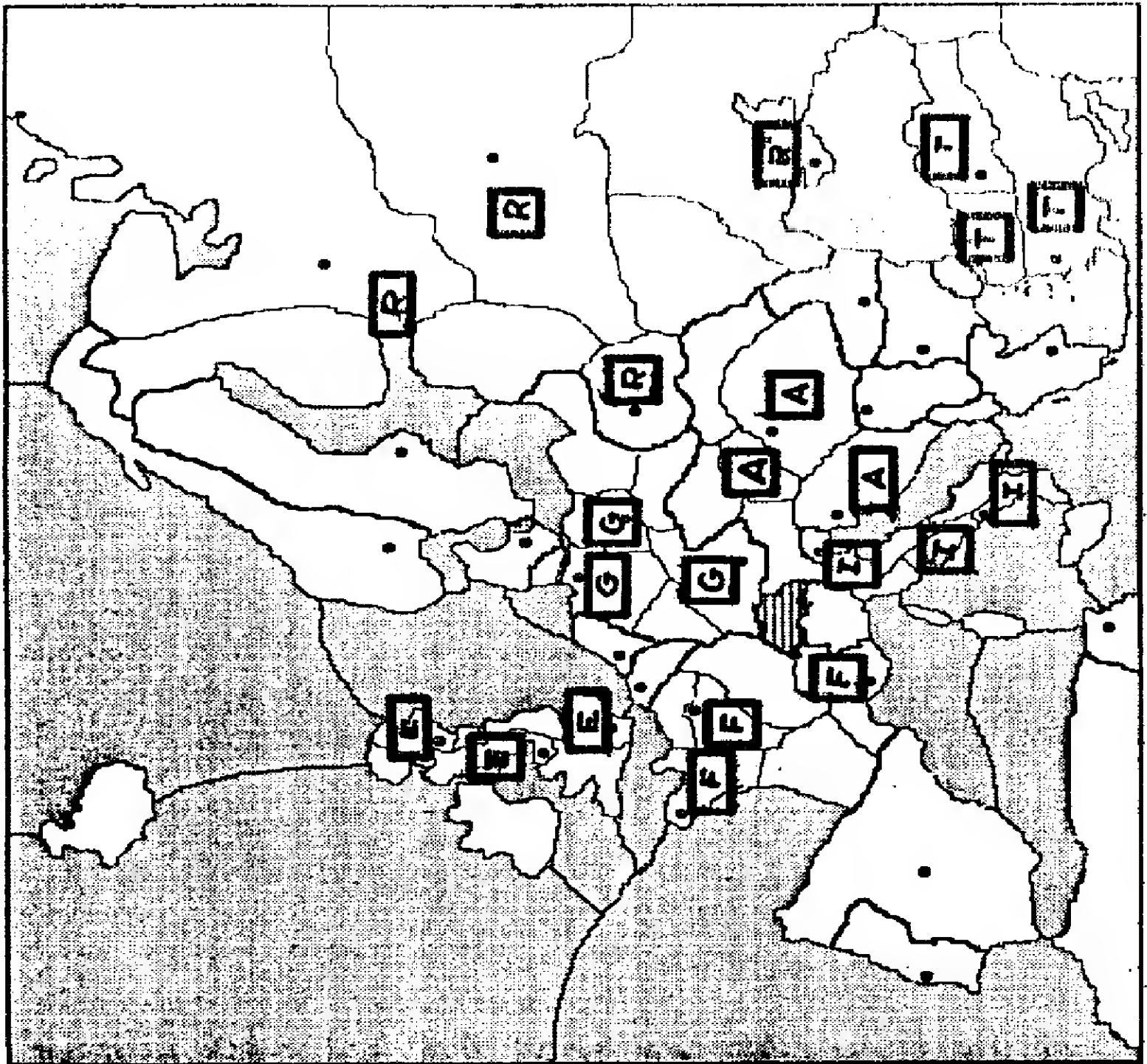
Game: Garden State Country: _____

Phone #: _____ Trivia: _____

Press Bylines: _____

Notes: _____

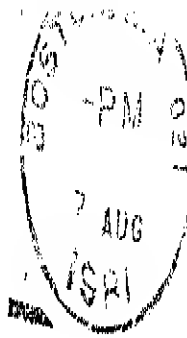
The DEADLINE for SPRING 01 is:
..Thursday 17 September..



Don't be late!! By then I need:

- Your vote on standbys (no reply is a vote for standbys),
- The player information form including:
- Some unique piece of trivia so I can identify you on the phone,
- A letter telling a little about yourself (if you don't mind), and
- Most importantly, your moves and press!!

Remember, phoned in orders are due by the night before the deadline!



Allen K. Wells
550 Memorial Drive, # 2E3
Cambridge, MA 02139

- () This is a sample
- () I solicit a trade
- () I solicit a plug
- () Time to renew
- () See page _____
- () Please stand by

Larry Peeri (Turkey-GS)
PO Box 8416
San Diego, CA 92102

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